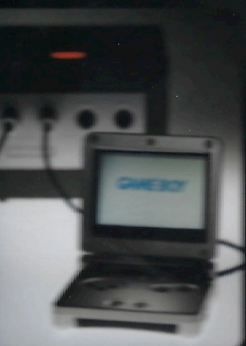
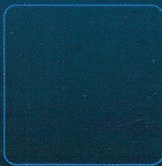




E3 2004 PRESS KIT
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Nintendo Promotions Lineup for 2004

Nintendo Street Team

Program Timeline: Year-round

Participating Cities: Eight teams stationed throughout the country

This year Nintendo will roll out an exciting and extensive program to provide consistent, year-round exposure to consumers. The Nintendo Street Team will consist of two different sub-teams, which will bring visibility and video game fun to a variety of events, and allow people to play new and soon-to-be released games.

In the first group, Nintendo will have six teams scattered around the country. Each team will have two members, as well as an SUV tricked out in full Nintendo gear. Each SUV will have five mounted Nintendo GameCube™ stations (two inside, three outside) and two Game Boy® Advance SP interactive belts for members, with four GBA SP units on each belt. The SUV also will feature a custom sound system. This portion of the Street Team will be active throughout the year.

In the second group, one team will be stationed on each coast and outfitted with a fully customized truck and a trailer that opens to reveal Nintendo GameCube interactive stations. The trailer will feature 10 Nintendo GameCube stations, as well as GBA SP belts for team members and staffers. It will also have a custom sound system. These members of the Street Teams will be active throughout the year.

Ultimate Summer Job

Program Timeline: May to August

Participating Cities: Atlanta, Chicago, Dallas, Los Angeles, New York, Seattle

Nintendo is on the hunt for a few dozen video game fans to become members of the Nintendo Street Team for the summer. Forty-eight winners – eight in each market – get the Ultimate Summer Job: representing Nintendo at music, sports and lifestyle events all summer long.

– more –

In May, applicants over 18 years old will submit two-minute-long VHS tapes of themselves explaining why they should be chosen as members of the Street Team. Applicants also can apply in person at select GameStop stores in the participating cities. In June, successful candidates will attend a special Nintendo boot camp to become trained in every aspect of Nintendo, including history, systems, games and products.

Throughout the summer, each Street Team will receive a new weekly challenge. Online viewers will track their progress and success, and vote for the ultimate Street Team. The ultimate winners will receive an ultimate prize of \$40,000, distributed equally among team members.

ASA Mobile Skatepark Series

Program Timeline: May to September

Participating Cities: Cincinnati; Washington, D.C.; Buffalo, N.Y.; Sacramento, Calif.; Los Angeles/Pomona

This multi-city series of action sports and music festivals features top-level televised competitions in skateboarding, freestyle BMX and in-line skating. Each event offers live music, breakdancing, graffiti art, autograph signings and an open skate park. The events also will have video game contests and extensive video game demos, courtesy of the Nintendo Street Team.

AND 1 Mix Tape Tour

Program Timeline: June 3 to Aug. 21

Participating Cities: Fresno, Calif.; Oakland, Calif.; Sacramento, Calif.; Los Angeles; Phoenix; San Diego; Las Vegas; Salt Lake City; Denver; Oklahoma City; San Antonio; Dallas; Houston; Philadelphia; Providence, R.I.; New York; Cleveland; Detroit; Indianapolis; Chicago; Minneapolis; Kansas City, Mo.; Memphis, Tenn.; New Orleans; Atlanta; Tampa, Fla.; Miami; Jacksonville, Fla.; Raleigh, N.C.; Washington, D.C.

The AND 1 Mix Tape Tour showcases the best street basketball talent in 30 cities around the country. The two-part events in each city include an afternoon open series of pick-up games among local street ballers. The winners will be selected to compete in an evening exhibition against the AND 1 players. Local ballers will compete for both a spot on the AND 1 team roster and endorsement deals.

The Nintendo Street Team, with its customized truck and trailer, will be on hand to provide interactive game demonstrations.

Original AND 1 icon Skip to My Lou (Rafer Alston of the Miami Heat) will make appearances throughout the summer. He will join the rest of the team, which includes Professor, Hot Sauce, Main Event, Half Man, Alimoe, AO and Prime Objective, among others.

Nintendo Fusion Tour

Program Timeline: September to October

Participating Cities: Major cities to be announced

This is Nintendo's second tour of this kind. It features a unique fusion of music, video games and lifestyle events. The 2003 Nintendo Fusion Tour showcased Evanescence, one of the most popular groups in the country. The 2004 event will similarly feature some of today's hottest musical talent, and will give attendees a chance to play a great lineup of new games for Nintendo GameCube and Game Boy Advance.

*Note: Dates and cities for all promotions subject to change.

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Nintendo Virtual Press Room for E³ 2004

The updated Nintendo Virtual Press Room is a password-protected Web site dedicated to providing the latest resource materials from Nintendo to media professionals in the United States. This site is designed to supplement the information on our public Web site (www.nintendo.com) by providing members of the media with quick links to games, images and news releases.

On the password-protected site, users can access everything the previous site provided, such as product updates, downloadable high-resolution images of Nintendo products, Nintendo media relations contact lists and other pertinent information. Users also have access to a search engine and cross-referenced links to find corresponding information. The enhanced Nintendo Virtual Press Room can be found online at:

press.nintendo.com

New features on the site include:

Hyperlinks: The site has numerous cross-referenced links. If a game or system is mentioned in a press release or news update, the site will link to a wealth of corresponding background information.

Search engine: Information is now just one easy search phrase away. The site updates in real time, so you always have the most current information at your fingertips.

Passwords: After one visit, the site will remember your password so you won't need to log in every time. If you misplace your password, we'll e-mail it to your registered e-mail address.

Artwork: You can now browse through thumbnail images and simply check the ones you want to download. When new screen shots are posted to the site, quick reference links will be added to the home page. Images for past, current and upcoming Nintendo games are easily downloadable.

Additional site features include:

News: Find all press materials conveniently posted by date of distribution.

Games/Systems: Gives users details about all the upcoming games and accessories for Nintendo DS, Nintendo GameCube™ and Game Boy® Advance.

Nintendo Virtual Press Room for E³ 2004

Page 2

Press Kits: Provides quick and convenient access to copies of materials provided at key media events.

Events: Alerts media to upcoming events, and includes summaries and photos for past events.

Corporate: Provides an overview of Nintendo of America Inc., including company history, executive biographies and periodic sales and marketing updates.

Through May, members of the media who attend the Electronic Entertainment Expo (E³) can access the Nintendo Virtual Press Room without restrictions.

URL: <http://press.nintendo.com>
User Name: guest
Password: game2win

To acquire a permanent password to the Virtual Press Room after May, please contact the appropriate Nintendo representative from the list below:

United States:

Golin/Harris:	Cory Lewis	(213) 438-8839
	Eileen Tanner	(509) 628-1993
Nintendo of America:	Corporate Communications	(425) 882-2040

If you are a member of the media from outside the United States, please contact your subsidiary or appropriate agency contacts:

Australia:

Nintendo of Australia	Kate Wright	(61) 39-730-9900
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Canada:

GCI Group:	Rebecca Shultz	(416) 486-7224
Nintendo of Canada:	Lesley Short	(604) 279-1654

Europe:

Cake Media:	Katie Taylor	(44) 207-307-3103
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Japan:

Nintendo Co., Ltd.:	Yasuhiro Minagawa	(81) 75-662-9600
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- Software fact sheet
- Developers quote sheet

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- Third-party games information

CORPORATE

- Nintendo 2004 promotions fact sheet
- Nintendo Media Site fact sheet
- Anti-piracy fact sheet
- Biographies of select Nintendo executives
- Corporate fact sheet

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Nintendo Corporate Information

For decades, Nintendo has approached products with one goal in mind: how to bring the most entertaining, innovative creations to the public. The tradition continues today, as Nintendo is known worldwide as a leader in finding new ways for people to experience games. The company name itself is synonymous with pure enjoyment, and names of Nintendo products can evoke a sense of nostalgia, adventure, diversion, mischievousness and friendly competition. And no other company offers such a vast stable of beloved characters and franchises, including Mario™, Donkey Kong®, Link, Zelda™, Pokémon®, Kirby™, *Metroid*®, *F-Zero*®, *Star Fox*® and on and on.

Based in Kyoto, Japan, Nintendo Co., Ltd., has literally written the history of video games. From the earliest pixilated platformers to today's vast wonderlands, Nintendo has been a leader of excitement. The Game Boy® franchise, nearly 15 years old, remains the No. 1-selling video game system in the world. Nintendo GameCube™ remains the only place to experience Nintendo's franchise characters. And the newest hand-held personal entertainment and communications device, code-named Nintendo DS, aims to revolutionize the gaming experience with its two screens, touch-screen controls, voice-recognition abilities and wireless game play.

Since the release of its first home video game system in 1983, Nintendo has sold more than 1.8 billion video games globally. But Nintendo's reach encompasses many different aspects of interactive entertainment.

Nintendo of America Inc.: Based in Redmond, Wash., Nintendo of America Inc. serves as headquarters for Nintendo's operations in the Western Hemisphere. Nintendo has nearly 1,000 employees in the United States, and 3,000 worldwide.

Customer Service: Nintendo's industry-leading customer service department functions as the primary and definitive source of information for U.S. and Canadian consumers on system set-up, operation and troubleshooting, game play, *Nintendo Power* subscriptions and product promotions. In addition, the department provides valuable consumer feedback to others in the company about product quality, marketing effectiveness and game-player opinions. During an average week, Nintendo responds to about 30,000 calls, 12,000 e-mails and 500 letters. Representatives are available who speak fluent Spanish and French.

Retail: Nintendo sells products at more than 20,000 retail locations in the United States.

Licensing and Third-Party Developers: Nintendo of America Inc. works with more than 65 licensees, more than 400 developers for Game Boy® Advance and more than 400 developers for Nintendo GameCube.

- more -

Pokémon: Pokémon USA Inc., a subsidiary of The Pokémon Company in Japan, manages and oversees the property outside of Asia, which includes licensing activities, brand promotions, publication of the trading card game, TV animation, home video entertainment, the official Pokémon Web site, the Pokémon Center NY in Rockefeller Center and pokemoncenter.com, an e-commerce site. Pokémon was launched in Japan in 1996 for play on Nintendo's Game Boy and has evolved into a global cultural phenomenon. Pokémon was introduced in North America in September of 1998 and has since generated more than \$15 billion in worldwide retail sales. More than 38 million Pokémon video games have been sold in the United States, including *Pokémon[®] Ruby* and *Pokémon[®] Sapphire*, which were the No. 2 and No. 3 best-selling video games of 2003, according to NPD Group. The trading card game, fueled by organized play programs around the world, has spurred global sales of more than 13 billion cards to date, while the Pokémon animated series on Kids' WB!, now in its sixth season, consistently ranks within the top three shows for boys ages 6 to 11.

Nintendo Power[®]: *Nintendo Power* magazine features previews, strategy reviews, extensive maps, secrets and contests for Nintendo GameCube and Game Boy Advance titles. The monthly publication reaches more than 1 million readers and is also the leading publisher of Nintendo's Official Player's Guide series covering select Nintendo GameCube and Game Boy Advance video games.

Nintendo.com: Nintendo's official online home is www.nintendo.com. The site offers a wealth of information for Nintendo fans, including coverage of first- and third-party titles, Nintendo hardware systems, news and events. In addition to nintendo.com, Nintendo publishes microsites, such as www.metroid.com, to engage consumers with its key titles. These microsites include in-depth coverage of the game, strategy, screen shots and interactive content. Through all its Web sites, Nintendo's Web pages receive more than 90 million page views a month from more than 7 million unique visitors. Nintendo's Customer Loyalty Program helps build on Nintendo's strong fan base by offering premiums and rewards to frequent users of nintendo.com. Users who register games and sign up with My Nintendo get access to additional content like cheat codes and hidden game content. The more that users participate, the more insider information they get.

Nintendo Gateway System: From hotels to airlines, travelers are never far away from a Nintendo game. Nearly 1 million hotel rooms come equipped with the ability to play games from Nintendo GameCube, Nintendo[®] 64, and the Super Nintendo Entertainment System[®]. Airline passengers have access to Game Boy and Super Nintendo Entertainment System games on nearly 50,000 airlines seats worldwide. The Nintendo Gateway Systems let travelers of all ages put some excitement into their travel on the ground or at 35,000 feet in the air.

Starlight Fun Centers: Simple in design, these mobile entertainment units bring comfort to hospitalized children worldwide. Each Fun Center contains a Sharp[™] AQUOS Liquid Crystal television, a Nintendo GameCube and a DVD player. The units, which can be rolled right to a child's bedside, help pediatric patients combat boredom and isolation, distract them from their pain and keep their minds off their illnesses. Nintendo and the Starlight Children's Foundation have placed more than 3,000 Fun Centers in more than 1,000 hospitals in North America. Worldwide, an additional 645 Fun Centers help children in Australia and the United Kingdom.



NEWS RELEASE

FOR IMMEDIATE RELEASE

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NINTENDO DS LETS PLAYERS TOUCH THE FUTURE

*With Dual Screens, a Touch Screen, Voice Recognition, Wireless and Chat,
Nintendo Redefines Game Play*

LOS ANGELES, MAY 11, 2004 – Some look at video games and remain content with the way things are. Nintendo dreams of things and asks, “Why not?”

For 15 years Nintendo’s Game Boy® line has dominated the hand-held video game market. But today at the Electronics Entertainment Expo (E³), the new Nintendo DS creates a whole new category by radically altering the way people will play games. Nintendo DS remains on track to launch in Japan and North America before the end of the year, and in Europe the system will launch during the first quarter of 2005.

With its two screens, Nintendo DS instantly shows its innovative face. But capabilities like a touch-screen input, voice recognition and wireless communication set it apart from every other game device, and again demonstrate Nintendo’s passion for groundbreaking originality.

“When Nintendo came down and presented the DS platform to us, I think everyone was in shock,” says Will Kassoy, Activision’s vice president of global brand management. “It was amazing. Our technical guys were drooling at the abilities and wanting so much to dive into programming for the system.”

– more –

Aptly code-named Nintendo DS, this “Developers’ System” provides developers a newfound canvas not only to create new games *today*, but also shape the future of the entire industry. Developers – and the public – need only use their imagination to see how the DS promises to transform the portable game industry by changing the way gamers relate to their games – and each other. Two screens offer two perspectives on the action at once. The touch screen could make accessing items, moving characters or navigating menus as easy as a tap or drag on the screen. Voice recognition could let players simply tell the game what they want it to do. Chat software will let users transmit text messages, handwriting and even drawings to one another. And wireless functions could link players in the same room – or across the country.

“This has a huge potential,” says Yoichi Haraguchi, Namco’s vice president and executive officer. “It is very nice that we can create games using DS that were not even possible before.”

Nintendo DS also will include two processors, 3-D capabilities on both screens, 16-channel sound and a rechargeable battery that features a low-energy-consumption design. One media bay handles new DS game cartridges that hold one gigabit of information and more. The second media port allows for compatibility with Game Boy® Advance games, as well as a host of possible future accessories.

“While others plan to let you go a little faster down the same roads you have always traveled, Nintendo plans to take you down incredible avenues you’ve never seen before,” explains Reggie Fils-Aime, Nintendo of America’s executive vice president, sales and marketing. “We understand the hand-held market better than anyone else, and Nintendo DS paves a new path of originality and success.”

Indeed, Nintendo invented and perfected the hand-held video game market with its unrivaled Game Boy line. And Nintendo has always been known for introducing innovations that radically reinvent the industry. It was the first company to install ports for four controllers, the first to create a rumble pack, the first to move from joysticks to modern controllers and the first to enable characters to roam freely in true 3-D environments. The unique features of the Nintendo DS build on that tradition and hold a wellspring of potential for the future. Game players will be wowed.

"Once again Nintendo is taking another leap by providing totally new game-play experiences," says Jay Cohen, Ubisoft's vice president of publishing. "Very characteristic of a Nintendo maneuver."

More than 100 companies worldwide have received software development kits and are planning games for Nintendo DS. Games in development by Nintendo include a new *Super Mario* game, a *Metroid*[®] game, a *WarioWare* game and *PictoChat*, software that lets players send instant text and picture messages. Third-party publishers also have announced games in development, including a *Spider-Man*[™] 2 title from Activision, a *Rayman*[®] game from Ubisoft, a *SpongeBob SquarePants*[™] title from THQ, a *Yu-Gi-Oh!*[™] game from Konami, a *Sonic* title from Sega, a *Bomberman* game from Hudson Soft, a *Need for Speed*[™] game from Electronic Arts and a *Pac-Man*[™] title from Namco.

"THQ has been a strong supporter of Nintendo's hand-held systems over the years, and with great success," said Peter Dille, senior vice president of worldwide marketing, THQ. "We look forward to the many innovations they are planning for the DS."

The system's official name, price and launch lineup will be announced at a later date.

The worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home and portable video game systems. Each year, hundreds of all-new titles for the best-selling Game Boy[®] Advance and Nintendo GameCube[™] systems extend Nintendo's vast game library and continue the tradition of delivering a rich, diverse mix of quality video games for players of all ages. Since the release of its first home video game system in 1983, Nintendo has sold more than 1.8 billion video games globally, creating enduring industry icons such as Mario[™] and Donkey Kong[®] and launching popular culture franchise phenomena such as Metroid[®], Zelda[™] and Pokémon[®]. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about Nintendo, visit the company's Web site at www.nintendo.com.

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Note to editors: Nintendo press materials are available at press.nintendo.com. Please note that press.nintendo.com is a password-protected site; to receive a password, contact Cory Lewis at (213) 438-8839.

NEWS RELEASE

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NEW NINTENDO DS ATTRACTS WORLDWIDE DEVELOPER INTEREST

Major Publishers Create Games for Industry's Most Innovative Device

REDMOND, Wash., May 6, 2004 – The video game industry's biggest and best game developers are lining up to be the first to create innovative content for Nintendo's upcoming dual-screen hand-held innovation, code-named Nintendo DS.

"Nintendo DS is going to push hand-held technology to uncharted territories," says Yves Blehaut, senior vice president of Atari. "It's going to energize both developers and consumers with amazing new game mechanics and new game design. Once more, Nintendo leads the way with something unexpected and totally innovative."

To date, more than 100 companies worldwide have received software development kits and are planning games for Nintendo DS, which for the first time offers gamers two separate perspectives on the action. Companies include THQ, Electronic Arts, Activision, Atari, Ubisoft, Majesco, Capcom, Sega, Konami, Hudson Soft, Namco, Bandai, Koei and Square Enix, to name a few.

"The Nintendo dual screen is something that we're really excited about developing for," says Nick Earl, vice president and general manager of Electronic Arts. "It's very innovative, which is classic Nintendo."

– more –

Nintendo DS will revolutionize how people approach, perceive and enjoy video games, while including additional options that enhance the game-play experience.

"It's exciting to see so many publishers are as inspired about the Nintendo DS as we are," says George Harrison, Nintendo of America's senior vice president of marketing and corporate communications. "The creative contributions of the publishers will reinforce Nintendo's reputation as the industry's leader in innovation."

In effect, thanks to the success of the wildly popular Game Boy® franchise, Nintendo owns the current hand-held video game market: The Game Boy line has sold more than 168 million units worldwide during the past 15 years. And with the introduction of the revolutionary Nintendo DS, Nintendo's dominance is certain to continue in the future.

The Nintendo DS will be unveiled at the 2004 Electronic Entertainment Expo (E³), May 12 to May 14 in Los Angeles. The Nintendo DS remains on track to launch before the end of the year.

The worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home and portable video game systems. Each year, hundreds of all-new titles for the best-selling Game Boy® Advance and Nintendo GameCube™ systems extend Nintendo's vast game library and continue the tradition of delivering a rich, diverse mix of quality video games for players of all ages. Since the release of its first home video game system in 1983, Nintendo has sold more than 1.8 billion video games globally, creating enduring industry icons such as Mario™ and Donkey Kong® and launching popular culture franchise phenomena such as Metroid®, Zelda™ and Pokémon®. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

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Nintendo DS Features

Nintendo's latest innovation, code-named Nintendo DS, provides users with a unique game-play experience using features never before offered by any other home console or hand-held game system. This portable personal entertainment and communications unit provides owners with new perspectives on dual screens, new control using both touch and voice, and new connections with two kinds of wireless game play. It's a newfound canvas on which developers can express their creativity.

Dual Screens: Two LCD screens offer one of the most groundbreaking game-play advances ever developed: experiencing a game from two perspectives at once. Imagine the possibilities. In a racing game, drivers might see their own vehicle's perspective on one screen and an overall track view on the other. In a role-playing game, the action could take place on the first screen while the second provides a reference for a player's tools inventory. Gameplay also could use both screens at once, offering a giant boss for heroes to defeat. In the future, games could be created allowing users to play games on one screen while text messaging other DS users on the other. Each 3-inch screen can reproduce a true 3-D view and is backlit to assure comfortable play in any lighting condition.

Touch Screen: The lower screen will offer something never before provided by any game device: PDA-like touch capabilities. Players no longer have to rely on just buttons to move characters or shift perspectives. They can navigate menus or access inventory items simply by touching the screen with stylus or fingertip. A software-based keyboard might even allow the screen to be used as an input center for games and messaging. The possibilities are limited only by developers' imaginations. The screen will have a tougher film cover for durability, and will come with a stylus.

Microphone: An available microphone port means that in the future, players might need only to *tell* their games what to do. DS software could identify everything from voice commands to hand-clapping. Players might be able to move their characters simply by telling them which way to go. The voice capabilities also could allow gamers to chat with one another over the Internet while playing.

Wireless: DS users will be able to connect with a local wireless network of up to 16 players. Nintendo's guaranteed range is 30 feet, but will extend far beyond that depending on circumstances. It assures high response rates required for real time game play, and will make use of both IEEE 802.11 and Nintendo's proprietary communication protocol, which provides low battery consumption. Players will be able to chat and play games without any connecting cords, completely untethered. The DS technology also provides for a wireless LAN connection, which could allow a theoretically infinite number of players to connect at a hot spot and compete at a central game hub on the Internet, even if they're thousands of miles apart.

Wireless Game Sharing: If software developers desire, multiple players can compete in wireless games, even if only one person has a game card inserted. Players could also test-play games for themselves as long as they stayed connected.

3-D: With the newly developed graphics engine, DS can reproduce impressive 3-D renderings that can surpass images displayed on the Nintendo® 64. Games will run at 60 frames per second, and allow details like fog effects and cel shading.

Sound: The 16-channel sound allows for greatly expanded use of voices and music, and a richer, more immersive game experience. A plug for headphones transmits stereo sound.

Battery & Power Management: The battery is rechargeable and the unit features a low-energy-consumption design. The DS also has Power Management functions of Sleep mode and Standby mode. In Sleep mode, players can stop and resume game play whenever they like. If the user receives a message from a friend or user nearby, DS activates itself from Standby mode.

Processing: The unit will run on two processors, one ARM9 one ARM7.

New Media: For its compact cards, the unit uses newly developed semiconductor memory, which allows for lower cost, shorter manufacturing time and memory capacity of more than one gigabit of information.

Dual Slots: Nintendo DS makes a vast library of Game Boy® Advance games readily available. Developers could find ways to make new connections between GBA games and DS games. The GBA port could be used for new hardware, enormously expanding the functional expandability of the DS.

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Quotes from Developers about Nintendo DS

The code name of the new portable Nintendo DS refers not only to its dual screens, but also to the fact that it's a true developers' system. When Nintendo made the rounds to the world's biggest developers to showcase the potential of Nintendo DS, eyes lit up and smiles broke out. One group of engineers was even said to drool a little. Better than anyone, developers know that Nintendo DS represents a true shift in the portable experience. They don't see just two screens and a list of features – they imagine what those features can do to make game play more exciting, more personal and more social. But let's let them speak for themselves:

“When Nintendo came down and presented the DS platform to us, ... I think everyone was in shock. It was amazing. ... Our technical and central technology guys were kind of drooling at the abilities and wanting so much to program and dive into programming for the system. ... Nintendo DS, I believe, is a revolution in change for hand-held gaming.”

– **Will Kassoy, vice president, global brand management, Activision**

“I believe that Square Enix has a promising chance in the platform, since Nintendo DS allows users to experience whole new game play with both its input system and its output system.”

– **Yoichi Wada, president and representative director, Square Enix**

“The Nintendo dual screen is something that we're really excited about developing for. It's very innovative, which is classic Nintendo.”

– **Nick Earl, vice president and general manager, Electronic Arts**

“The fact that touch panels can be associated with many terms about touching that we never had, such as touch, push, feel, rub, slide and pat is wonderful. ... I have been working in this industry for 20 years. During that time I made many games. But I think this is the first time that we have a new input device.”

– **Yuji Naka, senior corporate officer, development division, Sega**

“Once again Nintendo is taking another leap in the gaming experience for the gamer by providing totally new game-play experiences, developing new gaming habits. Very characteristic of a Nintendo maneuver.”

– **Jay Cohen, vice president, publishing, Ubisoft**

– more –

Nintendo DS is "a new game machine that will build the future of the game industry. ... Our frontier spirit has been awoken."

– **Tsunekazu Ishihara, chairman and CEO, Pokémon**

"This has a huge potential. ... It is very nice that we can create games using DS that were not even possible before."

– **Yoichi Haraguchi, vice president and executive officer, Namco**

"Nintendo has a reputation for doing extraordinary things in the hand-held space. The DS is an extraordinary device, and we are going to do everything in our power to support it."

– **Michael Pole, executive vice president, worldwide studios, Vivendi Universal Games**

"Nintendo DS is going to push the hand-held technology to really uncharted territories. By that I mean that it's going to bring amazing new game mechanics, new game design."

– **Yves Blehaut, senior vice president, Atari**

"I think the DS will stimulate the process of game development."

– **Tomofumi Gotsubo, president and CEO, Konami of America**

"DS is deceptively amazing. ... Touch screen is a very blank canvas for a game designer to be able to design their own input features. ... DS really could be a killer to PSP. ... I really think the Nintendo DS could kick the crap out of Sony PSP."

– **Kevin Ray, chief technology officer, Majesco**

"The wireless capability potentially allows game players to connect wirelessly literally around the world."

– **Brian Farrell, president and CEO, THQ**

"I am sure people have nice memory of yelling at a controller. Now, we have a more established function of inputting our voice. ... Nintendo always pleasantly surprises us with interesting projects and interesting ideas."

– **Keiji Inafune, producer, Capcom**

###



N I N T E N D O
GAMECUBE™

NEWS RELEASE

FOR IMMEDIATE RELEASE

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**BOLD STEPS DRIVE RECORD-BREAKING GROWTH
FOR NINTENDO GAMECUBE**

Top Sequels, Innovative Accessories and More Mature Titles Debut on E³ Show Floor

LOS ANGELES, May 11, 2004 – Traditionally the second halves of console life cycles are characterized by a sort of technological malaise. Game production slows and titles become less inspired as developers turn their thoughts and energies to their next systems.

But not this time.

With a bold lineup for 2004, Nintendo GameCube™ demonstrates that creativity follows no timelines. With the arrival of much-anticipated games like *Metroid® Prime 2: Echoes*, the introduction of fun accessories like the DK Bongo controller and the demonstration of hard-core games like *Resident Evil® 4* from Capcom for older gamers, Nintendo GameCube strides into the months ahead with continued energy.

“By any measure this is an exciting lineup, offering something for longtime fans and novices,” says George Harrison, Nintendo of America’s senior vice president, marketing and corporate communications. “As always, we aim to entertain, excite and inspire, whether by bringing a new dimension to a familiar franchise or delivering something people have never seen before.”

Metroid Prime 2: Echoes, the follow-up to the exciting first-person adventure, takes Samus Aran on a wild, dangerous new mission, only this time the game offers a

– more –



multiplayer mode that lets players hang out and play together. *Paper Mario*[™] 2 has a two-dimensional Mario vying for audience approval while trying to navigate a 3-D landscape. The next *Star Fox*[®] game will be an outstanding sequel with multiplayer options, while *Pikmin*[™] 2 introduces fans to a new character and new types of Pikmin.

Leave it to Nintendo to come up with an exciting new way for people of any age to participate in and play video games. *Donkey Konga*[™] uses a DK Bongo controller, a unique drumming accessory that contains sensors and microphones. Players beat the bongo and clap their hands to the music on the screen in a competition to see who has the best rhythm. It's a great party game for youngsters, college kids and adults. *Donkey Kong*[®] *Jungle Beat*, the next great Donkey Kong adventure game, also uses the DK Bongo controller, but this time the taps and claps control Donkey Kong's movements on the screen. *Donkey Konga* and *Donkey Kong Jungle Beat* are what social, interactive game play is all about.

The next Nintendo GameCube adventure in *The Legend of Zelda*[®] series will arrive in June with *The Legend of Zelda*[®]: *Four Swords Adventures*. Link, who has been split into four copies, explores eight massive worlds while hunting for Force Gems. In 2005, Link will be let loose on a new and exciting Nintendo GameCube excursion to fight evil and seek treasure.

Because of the huge popularity of Nintendo franchise characters like Mario[™], Donkey Kong and Kirby[™], it's easy to overlook the many Teen- and Mature-rated titles made for Nintendo GameCube. Upcoming games like *Resident Evil*[®] 4 and *Killer 7* from Capcom, and *Geist*, developed by n-Space for Nintendo, deal with more mature themes, while demonstrating the overall range of titles and genres available for Nintendo GameCube.

Other upcoming third-party games made for Nintendo GameCube include *Tales of Symphonia*[™] and *Baten Kaitos*[®] from Namco, *Goldeneye 2*, *NASCAR Thunder*[™] 2005 and *Madden NFL 2005* from Electronic Arts, and *WWE Day of Reckoning*[™] from THQ.

The worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home and portable video game systems. Each year, hundreds of all-new titles for the best-selling Game Boy[®] Advance and Nintendo GameCube[™] systems extend Nintendo's vast game library and continue the tradition of delivering a rich, diverse mix

of quality video games for players of all ages. Since the release of its first home video game system in 1983, Nintendo has sold more than 1.8 billion video games globally, creating enduring industry icons such as Mario™ and Donkey Kong® and launching popular culture franchise phenomena such as Metroid®, Zelda™ and Pokémon®. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about Nintendo, visit the company's Web site at www.nintendo.com.

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GAME BOY ADVANCE SP



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FOR IMMEDIATE RELEASE

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GAME BOY ADVANCE EVOLVES AGAIN WITH WIRELESS ADAPTER, VIDEO PLAYBACK, NEW GAMES

Nintendo's Dominant Hand-Held Continues to Rule the Market

LOS ANGELES, May 11, 2004 – For 15 years, portable video game industry success has been symbolized by two simple words: Game Boy®. During its lifetime, Game Boy has sold more than 168 million systems worldwide. Since the launch of the Game Boy® Advance in June 2001, the line has sold more than 21 million units – easily outselling PlayStation 2. Its successor, Game Boy® Advance SP, debuted in March 2003 and has sold better in North America than any video game system in history.

Adding to its portability and stylish good looks, this industry juggernaut redefines its limits with a host of new surprises. Nintendo's ownership of the hand-held market continues with cutting-edge new features like the Game Boy® Advance Wireless Adapter, Game Boy Advance Video and a broad lineup of new games.

“Game Boy represents 25 cents of every dollar spent in the industry,” says George Harrison, Nintendo of America's senior vice president, marketing and corporate communications. “Game Boy Advance has never been better, thanks to Nintendo's ability to continually evolve and meet consumers' desires for entertainment on the go.”

Pokémon® FireRed and *Pokémon® LeafGreen*, scheduled for a Sept. 7 release, will come packaged with the Game Boy Advance Wireless Adapter. The adventure lets

– more –



players chat, battle, trade and play mini-games with other wireless users. The adapter will even alert players if other users are in the area. Other games that will use the adapter include *Mario Golf™: Advance Tour*, scheduled for launch on June 21, and *Hamtaro™: Ham-Ham Games*, set for a July 26 release. In total, more than a dozen games now in development will make use of the Game Boy Advance Wireless Adapter.

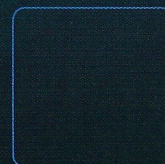
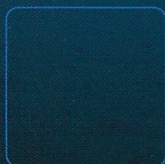
Game Boy Advance Video hits stores this summer, and plays animated programs like *Pokémon®*, published by Nintendo, and *SpongeBob SquarePants*, published by Majesco. Up to four episodes of each program are stored on each cartridge, which plugs in just like a Game Boy Advance game pak. The playback uses DVD-style controls. The first Game Boy Advance Video paks will be available at an MSRP of \$19.99.

Game Boy Advance titles for 2004 remain strong too, with *Mario Pinball™*, *Mario vs. Donkey Kong™*, *Kirby™ & The Amazing Mirror*, *Donkey Kong® Country 2* and *F-Zero®: GP Legend*. Third-party publishers also have impressive lineups. Rockstar Games will release a unique version of *Grand Theft Auto* for Game Boy Advance. Other upcoming titles include *Kingdom Hearts®: Chain of Memories* from SquareEnix, *Dragon Ball Z®: Supersonic Warriors* from Atari, *Harry Potter and the Prisoner of Azkaban™* from Electronic Arts, and *Sonic Advance 3™* from THQ.

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Nintendo DS Software Fact Sheet

More than 100 developers have lined up to provide software for Nintendo DS. With all of that software in different stages of development, Nintendo offers an impressive array of games, tech demos and videos to showcase how this hand-held wonder will revolutionize how people play games. From the touch screen to wireless capabilities, the functions on display represent just a few of the many ways that Nintendo DS will write the future of video games. Game information is subject to change.

E³ 2004 Nintendo Software

The following games are in development, and offer a glimpse into the future that Nintendo DS will build. Each game represents just a fraction of the new ways to play. Many other games, besides those shown on the E³ show floor, also are under development for Nintendo DS.

Metroid Prime®: Hunters: This amazing first-person battle game uses wireless technology to connect up to four players simultaneously (in the E³ demo version). Each player gets a Metroid® suit of a different color, and then tries to destroy the three opponents. Touch the stylus to the bottom screen to rotate the camera, aim and fire, or to transform into a Morph Ball. The game features the same artwork, sound, graphics, architecture and ambience found in the huge hit *Metroid® Prime*.

Super Mario 64x4: The landscape and the characters all look familiar. This is the opening castle area of *Super Mario 64™*, only with a few DS twists thrown in. Up to four players can link up using the wireless capabilities. Players move familiar characters like Mario™, Luigi, Yoshi® and Wario™ around the 3-D landscape, exploring and looking for stars. While one screen shows the player's character position, the other provides an overall map of the area. Touch a spot on the screen to pop the camera over to another player's position, or to take a close-up look at the castle.

PictoChat: Up to 16 players (two in the E³ demo version) can use the wireless functions to link together and exchange instant messages or drawings. The bottom screen shows a standard keyboard, while instant messages from other users appear in the top screen. Players can type text messages using the keyboard, use the stylus to send messages in their own handwriting or simply draw and transmit a picture. If another user sends a picture, the recipient can modify it and send it back. Play a game of wireless virtual hangman or send covert messages to other users.

- more -

WarioWare, Inc. DS: One screen isn't big enough to contain Wario's greed and ego. He appears on the top screen and drops boxes to the bottom one, where they open an assortment of wild mini-games. Use the stylus and touch screen to drag a net and catch some fish, or to cut a rope to drop a cage around a duck. Players might have to erase or draw pictures, or slice at food that gets thrown at them. Finish as many mini-games in 35 seconds as possible. The game features the same good humor and fast pace that are hallmarks of the *WarioWare* franchise.

E³ 2004 Nintendo Tech Demos

Think of tech demos as a glimpse into what the future might hold. These short examples allow players to interact with their games in ways they never have before. Whether the touch-screen control helps navigate a submarine through treacherous waters or turns the Nintendo DS into a beat box, players get an inkling of what is possible. Nintendo is exhibiting software at E³ that makes use of the stylus and touch screen, just to show how easily and naturally DS games can be played. Players can enjoy them to their hearts' content.

Balloon Trip: A stork drops Baby Mario, and he falls through the sky. A touch of the screen creates clouds that maneuver him toward gold coins and away from enemies. This demonstrates how game designers could make games that let players create their own environments. Design a house for virtual characters. Or put obstacles in the way of opponents in a multiplayer game.

Carving: Pick a block of wood, steel or even a watermelon to spin on the lathe and carve away. Listen as the enhanced sound reacts to the different surfaces. Use the fine-point stylus for precision cuts, then rotate the object and see what is created. Imagine using tools like this to dig for treasure or make custom pieces for a virtual chessboard.

Mario's Face: Grab hold of Mario's nose and give it a stretch. Distort his ears, or steal Wario's cap. Rotate the head or tap a button to switch it from cartoon shading to regular 3-D. Image manipulation like this has never been possible in hand-held games. Future games could employ pliable tools or characters, or let users customize characters to their own likenesses.

DS Pikachu: This gorgeous demo highlights the versatility of Nintendo DS by showcasing brilliant colors and switching the true 3-D view from screen to screen. Players use the stylus and touch screen intuitively to interact with Pikachu in a variety of different activities. Players can touch and pull Pikachu's cheek directly, draw Pikachu posed or rub to shave off a scratch card.

Special Effects: This demo has three parts. In the first, press and slide the different dots to create trails of water, smoke, fire or any number of effects. In the second, transform the Nintendo DS into a beat box. Each square on the screen creates a different sound, while launching new fireworks-like effects on the other screen. Mix and match to get the right combo of light and sound. In the third part, sliding the boxes around one screen changes the wild geometric image on the other. These effects can all be applied to games in a virtually infinite number of ways.

Submarine: One screen shows the position of a sub in the water, while the other puts players at the helm. Tap and slide the controls to dive, pitch, and increase speed or fire torpedoes. Avoid depth charges, enemy subs and underwater boulders that block the sub from completing its mission. This demo clearly illustrates how the dual screens work together to give players views of the action they have never had before. Now just think how this two-perspective technology could enhance sports games, first-person shooters, racing games and more.

Table Hockey: The game is simple: Just hit the puck into the opponent's goal. But notice how the puck reacts, depending on whether the stylus slides it quickly or slowly in different directions. And think about the wireless capabilities for games like this.

E³ 2004 Video Demos

Nintendo has many games in development for Nintendo DS, including the following, which will be shown only on video at E³:

Mario Kart™ DS
Animal Crossing™ DS
NEW Super Mario Bros.®
Nintendogs

E³ 2004 Third-Party Publisher Demos

The following represent a sampling of initial projects by third parties on display at E³:

(Bandai Co., Ltd.) *MOBILE SUIT GUNDAM SEED*: The game starts with the top screen showing a view of outer space. On the bottom screen, players choose one of three giant flying robots to battle the enemy. The game then switches to show a radarscope up top and the battle on the bottom. Use a tap of the stylus to lock onto the enemy circles. Once all three are locked, players select a weapon to destroy them. The game then transforms into a series of stylized anime movie clips as the robot fires at the enemies.

(Hudson Soft Co., Ltd.) *BOMBERMAN*: Classic Bomberman action comes to DS, now with quick and easy touch-screen control using the stylus. The game starts with the player vigorously rubbing the screen to compete for power-ups. In the battle round, the player maneuvers around a maze while competing in frantic Bomberman competition, trying to bomb others while avoiding incoming attacks. If a ghost appears in the upper screen and haunts the player, the player cannot move until the ghost has been scratched off using the touch screen.

(Konami Corporation) *Yu-Gi-Oh!™: Nightmare Troubadour*: Players tap the screen to deal, draw and flip cards. The top screen plays out the action in full 3-D. Summon monsters and enter classic Yu-Gi-Oh! battles as players try to keep their life points from fading away. The game offers a "detail" feature that lets players zoom in and get more info about their cards. It's classic Yu-Gi-Oh! fun for fans of the game.

(Namco Limited) *Pac-Pix*: Draw Pac-Man to eat up the Ghosts on the screen. Pac-Man moves in whatever direction he is facing, but players can use the stylus and touch screen to change his direction. Draw a wall in front of Pac-Man and he will turn 90 degrees.

(Namco Limited) *Pac'n Roll*: Pac-Man comes alive in a full 3-D environment filled with Pac-Dots and Ghosts. Use the touch screen to maneuver him up ramps and around walls, while being careful not to fall into gullies. The faster players move their fingers across the screen, the faster Pac-Man moves.

(Sega Corporation) *Sonic E³ Demo*: A two-part game that starts with a demo of Sonic. Players can tap the bottom screen to switch between different camera angles as Sonic zips through one of his vibrantly colored classic environments. In the second part of the game, users run their fingers back and forth on the touch screen to make Sonic run faster and faster as he collects coins. Rubbing the top of the touch screen makes Sonic jump to get coins from up high.

(Square Enix Co., Ltd.) *Egg Monster Heroes*: In the first segment, players control a general and his troops. Flip them from behind to make them charge the opponents. Next, players enter into the "Egg Monster Battle," where players can touch their monsters' bodies to choose an attack method while aiming at opposing monsters' weak parks.

Additional Third-Party Publisher Software

In addition to the games listed above, software companies from around the world are developing titles for Nintendo DS. Below is a sampling of what is to come:

(Activision): *Spider-Man[™] 2*

(Atari): title TBD

(Bandai Co., Ltd.): *ONE PIECE*, along with several other titles in development

(Banpresto Co., Ltd.): *DRAGONBALL Z*

(Capcom Co., Ltd.): games from the *Mega Man Battle Network* series, the *Viewtiful Joe[™]* series and the *Gyakuten Saiban* series

(Electronic Arts): *Need for Speed[™]*

(FromSoftware, Inc.): several titles in development

(Hudson Soft Co., Ltd.): several titles in development

(Koei Co., Ltd.): *Dynasty Warriors[®]*

(Konami Corporation): *FROGGER[®] 2005*, along with a few other titles in development

(Majesco): title TBD

(Namco Limited): a new *Mr. Driller* and a new role-playing game

(Sega Corporation): *Project Rub*

(Square Enix Co., Ltd.): a new *FINAL FANTASY: CRYSTAL CHRONICLE*[™] series and a new *DRAGON QUEST MONSTERS*[™] series

(Tecmo, Ltd.): *Monster Rancher*[®] and another title developed by Team Ninja

(THQ): *SpongeBob SquarePants*[™]

(Ubisoft): a *Rayman*[®] title

(Vivendi): title TBD

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Nintendo GameCube™ Software Library for E³ 2004

The Legend of Zelda®: Four Swords Adventures

Launch Date: June 7, 2004

ESRB: E (Everyone)

Game Type: Single or
Multiplayer Adventure

Players: 1-4

MSRP: \$49.99 (includes
Nintendo GameCube™ Game
Boy® Advance cable)

Developer: Nintendo Co., Ltd.

- The first multiplayer Zelda™ adventure for Nintendo GameCube lets up to four players plug in their Game Boy® Advance units to compete for Force Gems while cooperating to move massive blocks, trigger switches and slay mighty bosses.
- As a single player, you'll assume control of all four Links and command their every move by seamlessly switching between battle formations.
- Marvel at vivid, dazzling visual effects.

Pikmin™ 2

Launch Date: Aug. 30, 2004

ESRB: RP (Rating Pending)

Game Type: Mass Action
Strategy

Players: 1-2

MSRP: \$49.99

Developer: Nintendo Co., Ltd.

- Captain Olimar returns to marshal new colors of Pikmin in a wild, open-ended adventure – and this time he's brought an assistant.
- Alternate controlling the main characters – Olimar and his assistant Louie – as you command your Pikmin to defeat enemies, propagate more Pikmin, collect precious doodads and solve puzzles.
- This sequel adds new colors of Pikmin, and removes the time limit for open-ended game play.

– more –



Donkey Konga™

Launch Date: Sept. 27, 2004
ESRB: RP (Rating Pending)
Game Type: Rhythm/Action
Players: 1-4
MSRP: \$49.99
Developer: NAMCO LIMITED

- Play along with your favorite tunes using the new DK Bongo controller. The simple controls incorporate both drumming and clapping.
- Test your rhythm in three difficulty levels and five modes of play.
- This multiplayer game includes more than 30 familiar songs, ranging from kids' medleys to classical to pop favorites.

Paper Mario™ 2

Launch Date: Oct. 11, 2004
ESRB: RP (Rating Pending)
Game Type: Action Role-Playing Game
Players: 1
MSRP: \$49.99
Developer: INTELLIGENT SYSTEMS CO., LTD.

- Fold Mario™ into a paper airplane and take to the air, turn sideways to slip through narrow passages or roll into a tube to bounce to safety in this exciting role-playing sequel.
- Many friends will join your party, and you'll have to rely on their skills to survive. Even former enemies may bail you out, so keep an open mind.
- Impressing the audience will help you build power for super attacks.

Metroid® Prime 2: Echoes

Launch Date: Nov. 15, 2004
ESRB: RP (Rating Pending)
Game Type: First-Person Adventure
Players: 1-4
MSRP: \$49.99
Developer: Retro Studios, Inc.

- Travel to a planet torn into light and darkness in this first-person adventure. Explore the dual worlds of Dark and Light Aether, battling enemies and gaining power-ups.
- New power-ups await, including the Dark and Light Beams, which use a new ammo system.
- For the first time, up to four players can battle one other as they search for weapons, grapple across ceilings and turn into Morph Balls to make their escape.

Star Fox[®]

Launch Date: Nov. 29, 2004
ESRB: RP (Rating Pending)
Game Type: Combat Shooter
Players: 1-4
MSRP: \$49.99
Developer: NAMCO LIMITED

- Fox McCloud and the Star Fox team return to engage a new threat in the air and on the ground.
- Soar through space and gun down an armada of strike fighters in your Arwing, roll over hostile terrain in a heavily-armored Landmaster Tank or meet the enemy on foot.
- Wage war with your friends in four-player split-screen battles featuring intense vehicle and head-to-head combat.

Geist

Launch Date: Q4, 2004
ESRB: RP (Rating Pending)
Game Type: First-Person
Adventure
Players: TBD
MSRP: \$49.99
Developer: n-Space, Inc.

- Haunt and horrify humans and animals as a ghost. Possess their physical bodies and assume their identities.
- Exploit the abilities and equipment of victims to access and explore new areas of the compound, solve puzzles and unravel your own ghostly fate.
- Inventive multiplayer modes combine fierce first-person combat with unique character possession game play.

Advance Wars[™] : Under Fire

Launch Date: 2005
ESRB: RP (Rating Pending)
Game Type: 3-D War
Strategy/Action
Players: TBD
MSRP: TBD
Developer:
Kuju Entertainment Ltd.

- The award-winning turn-based masterpiece becomes a real-time, 3-D strategic-action game.
- Take command of a squad of soldiers who follow your every move. Guide them into the action and direct them to attack on your command. As they gain combat experience, they receive promotions, increasing their abilities on the battlefield.
- Lead your soldiers into battle riding tall in a tank or flying over the battlefield in your own gunship.

Donkey Kong[®] Jungle Beat

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Side-Scrolling
Action/Bongo Drumming

Players: 1-2

MSRP: TBD

Developer: Nintendo Co., Ltd.

- Grab a set of DK Bongo controllers and use them to guide Donkey Kong through wild jungle environments brimming with ravenous enemies and challenging obstacles.
- Tap the bongos, do a drum roll or clap to control Donkey Kong on the screen as he battles enormous beasts, collects bananas, enters boxing matches and rides animals and vehicles.

Fire Emblem[™]

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Strategy
Role-Playing Game

Players: TBD

MSRP: TBD

Developer:

Intelligent Systems Co., Ltd.

- Take command of a band of mercenaries loyal only to you, and guide them to victory.
- Test your tactical prowess against mages, monsters and madmen as you command your knights, pikemen and mounted cavaliers in man-to-man, turn-based combat.
- Three-dimensional battlefields present new tactical challenges, and graphically stunning battle sequences put you right on the battlefield.

Mario Tennis[™]

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Sports

Players: 1-4

MSRP: TBD

Developer:

CAMELOT Co., Ltd.

- *Mario Tennis* returns with even more powerful shots and new, character-specific power-ups guaranteed to make for the craziest matches ever.
- With one- to four-player modes available, players of all ages can pick up the game and instantly start whacking tennis balls.
- Different characters have different skills. Power characters like Donkey Kong[®] and Bowser can hit insanely powerful Megaton Balls, finesse players like Shy Guy can use instant Tornado Returns and defensive masters like Luigi have all kinds of tricks at their disposal.

Odama

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Military Pinball

Players: TBD

MSRP: TBD

Developer:

VIVARIUM Inc.

- Fire the giant pinball known as the Odama (tentative name) into the fray and use the flippers to send it crashing over battalions and into troop barracks.
- Collect prisoners of war and they'll fight for your side, but be careful not to crush your own troops.
- Your men will automatically try their best to dam rivers, liberate extra flippers and clear the way to the enemy's gate.

***The Legend of Zelda[®]* for Nintendo GameCube**

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Action/Adventure

Players: TBD

MSRP: TBD

Developer: Nintendo Co., Ltd.

- A more grown-up Link returns to Nintendo GameCube in a new adventure, and an impressive new 3-D look.
- Solve challenging puzzles, explore vast lands and hunt for treasure.
- Immerse yourself in the deep storylines and rich graphics that the franchise is known for.

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NINTENDO GAMECUBE™

Upcoming Third-Party Games for Nintendo GameCube™

Publisher	Game	Available
Activision	<i>Call of Duty™: Finest Hour™</i>	Q4 2004
	<i>Lemony Snicket's A Series of Unfortunate Events™</i>	November 2004
	<i>Shark Tale™</i>	September 2004
	<i>Shrek 2™</i>	May 2004
	<i>Spider-Man 2™</i>	June 2004
	<i>X-Men™ Legends</i>	Q4 2004
Atari	<i>Terminator® 3: Redemption</i>	August 2004
	<i>ZOIDS™: Battle Legends</i>	September 2004
Bandai	<i>Digimon Rumble Arena 2</i>	August 2004
	<i>Digimon World 4</i>	September 2004
	<i>Ribbit King</i>	June 2004
Capcom	<i>Killer 7</i>	Q4 2004
	<i>Mega Man Anniversary Collection</i>	May 2004
	<i>Mega Man X Command Mission</i>	Q3 2004
	<i>Resident Evil 4</i>	Q4 2004
	<i>Viewtiful Joe 2</i>	TBD
Crave	<i>Future Tactics: The Uprising</i>	May 2004
Electronic Arts	<i>Catwoman</i>	July 2004
	<i>FIFA Soccer 2005</i>	October 2004
	<i>Harry Potter and the Prisoner of Azkaban™</i>	June 2004
	<i>The Lord of the Rings™, The Third Age™</i>	November 2004
	<i>Madden NFL Football 2005</i>	August 2004
	<i>March Madness 2005</i>	November 2004
	<i>NASCAR Thunder 2005</i>	August 2004
	<i>NBA Live 2005</i>	October 2004
	<i>NCAA Football 2005</i>	July 2004
	<i>NHL 2005</i>	August 2004
	<i>The Sims 2004 (working title)</i>	November 2004
	<i>Tiger Woods PGA Tour 2005</i>	October 2004
	<i>Timesplitters 3</i>	March 2005
	<i>Ty the Tasmanian Tiger 2</i>	October 2004
Konami	<i>Teenage Mutant Ninja Turtles™ 2</i>	Q4 2004
	<i>King Arthur</i>	November 2004

-more-



Nintendo GameCube Third-Party Game List

Page 2

Namco	<i>Baten Kaitos</i> (Exclusive for GCN)	Q4 2004
	<i>Pac-Man</i>	Q4 2004
	<i>Street Racing Syndicate (SRS)</i>	Q3-Q4 2004
	<i>Tales of Symphonia</i>	July 2004
Natsume	<i>Harvest Moon: A Wonderful Life 2</i>	Q4 2004
Sega	<i>Amazing Island</i> (working title)	Holiday 2004
	<i>Puyo Pop Fever</i>	June 2004
	<i>Virtua Quest</i> [™]	Holiday 2004
THQ	<i>Fairly Odd Parents</i>	September 2004
	<i>The Incredibles</i>	October 2004
	<i>Jimmy Neutron</i>	September 2004
	<i>Power Rangers Dino Thunder</i>	September 2004
	<i>SpongeBob the Movie</i>	Q4 2004
	<i>Tak 2</i>	Q4 2004
	<i>The Polar Express</i> [™]	Q4 2004
	<i>WWE Day of Reckoning</i>	August 2004
Titus	<i>Cabal</i>	September 2004
	<i>Kao Round 2</i>	June 2004
	<i>Lamborghini FX</i>	July 2004
Ubisoft	<i>Prince of Persia 2</i> (working title)	Holiday 2004
	<i>Tom Clancy's Rainbow Six 3</i>	June 2004
	<i>Tom Clancy's Splinter Cell: Pandora Tomorrow</i>	TBA
	<i>Spyro</i> [™] <i>V</i>	Q4 2004
Vivendi Universal Games	<i>StarCraft: Ghost</i> [™]	Q4 2004
XS Games	<i>Git On Da Floor</i>	November 2004
	<i>Git On Da Mike</i>	November 2004
	<i>GT Cube</i>	August 2004
	<i>Ten Pin Alley 2</i>	October 2004
	<i>War Chess</i>	September 2004

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GAME BOY ADVANCE SP



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Game Boy® Advance Software Library for E³ 2004

Mario vs. Donkey Kong™

Launch Date: May 24, 2004

ESRB: E (Everyone)

Game Type: Action,
Problem-Solving Puzzle

Players: 1

MSRP: \$34.99

Developer: Nintendo Software
Technology Corporation

- Donkey Kong® has stolen all the Mini-Mario toys from Toad's shop, and now it's up to Mario™ to retrieve the stolen goods.
- Leap, climb and battle through increasingly difficult levels as you use switches, conveyor belts and hammers.
- Meet and beat familiar enemies like Shy Guys, Piranha Plants and Bob-ombs on the way to a showdown with Donkey Kong.

Classic NES® Series

Launch Date: June 7, 2004

ESRB: E (Everyone)

Game Type: Various

Players: 1-2

MSRP: \$19.99

Developer: Nintendo Co., Ltd.,
NAMCO LTD.

- Flash back to the old-school '80s with the Nintendo games that defined an era. Play all the hottest game genres of the decade.
- Revel in pure NES® nostalgia with unforgettable video games like *Super Mario Bros.*®, *Excitebike*®, *Donkey Kong*®, *Ice Climber*®, *The Legend of Zelda*®, *Pac-Man*™, *Xevious*™ and *Bomberman*™.

— more —



Mario Golf™: Advance Tour

Launch Date: June 21, 2004

ESRB: RP (Rating Pending)

Game Type: Sports

Players: 1-4

MSRP: \$34.99

Developer:

CAMELOT Co., Ltd.

- From deserts to forests to tropical beaches, you'll have to challenge many courses to win custom clubs, learn new skills and earn a trip to the Mushroom Kingdom.
- Using a Game Boy® Advance Wireless Adapter, Link up with pals for multiplayer matches.
- Use a Game Boy® Advance Game Link® cable with *Mario Golf™: Toadstool Tour* to unlock hidden features, or transfer your characters for use on Nintendo GameCube™.

Hamtaro™: Ham-Ham Games

Launch Date: July 26, 2004

ESRB: RP (Rating Pending)

Game Type: Character-Based

Novelty Sports

Players: 1

MSRP: \$34.99

Developer: ALPHADREAM CORPORATION

- Test your skills in more than a dozen sporting events, including archery, sprinting, sailing and tennis.
- Root for your favorite Hamtaro characters from the television series as they compete against new hamsters like the pirates of Team Seahams.
- Collect all the costumes and trade with your friends by using the Game Boy® Advance Wireless Adapter.

Pokémon® FireRed version and Pokémon® LeafGreen version

Launch Date: Sept. 7, 2004

ESRB: RP (Rating Pending)

Game Type:

Role-Playing Adventure/Battle

Players: 1 (up to 40 can participate in Union Room)

MSRP: \$39.99

Developer: GAME FREAK inc.

- Players battle, trade and collect Pokémon® using a Game Boy Advance Wireless Adapter, which comes bundled with the games.
- Using the new chat function, players can exchange game info, talk battle strategy or just shoot the breeze.
- For the first time, fans can access, trade and battle the Pokémon® from their favorite games. More than 100 Pokémon wait to be discovered.

F-Zero[®] GP Legend

Launch Date: Sept. 14, 2004

ESRB: E (Everyone)

Game Type: Futuristic Racing

Players: 1-4

MSRP: \$34.99

Developer: Nintendo Co., Ltd.

- Join Captain Falcon and newcomer Rick Wheeler as they battle to see who can dominate the racing scene.
- Compete in the four Grand Prix cups, set records in time trials, master specific challenges in Zero Test mode or take on up to three friends as you battle and race to be first.
- Use speed boosts, launch into the air or bash into opposing racers.

Mario Pinball[™]

Launch Date: Oct. 4, 2004

ESRB: RP (Rating Pending)

Game Type: Adventure Pinball

Players: 1

MSRP: \$34.99

Developer:

FUSE GAMES LIMITED

- Mario has been turned into a ball and drawn into another dimension, and now pinball will never be the same.
- Bounce Mario through all sorts of challenges. Collect Star Keys, defeat enemies, buy special items and rack up the points.
- The worlds are all single-screen, 3-D isometric view, with no scrolling screens.

Kirby[™] & The Amazing Mirror

Launch Date: Oct. 18, 2004

ESRB: RP (Rating Pending)

Game Type: Platform

Players: 1-4

MSRP: \$34.99

Developer:

HAL LABORATORY, INC./

FLAGSHIP Co., Ltd.

- The Kingdom of Mirrors has been invaded by a dark shadow, and Kirby[™] has been split into four Kirbys of different colors. With his trusty cell phone, he can call up his colorful alter egos for a little help.
- Using Kirby's cell phone, call in some friends to help you find your way through the Kingdom of Mirrors. New abilities include an arrow-shooting Cupid and *Super Smash Bros.*[®] *Melee* moves.

Donkey Kong[®] Country 2

Launch Date: Nov. 15, 2004

ESRB: RP (Rating Pending)

Game Type: Side-Scrolling
Platformer

Players: 1-2 in main game,
1-4 in minigames

MSRP: \$34.99

Developer: Rare Ltd.

- The fiendish Captain K. Rool[™] has kidnapped Donkey Kong, and it's up to Diddy Kong[®] and Dixie Kong[™] to rescue him.
- The heroes will be joined by new animal pals like Rattly the rattlesnake, Squitter the spider, Clapper the seal and Glimmer the angler fish.

Mario Party[®] Advance

Launch Date: Dec. 6, 2004

ESRB: RP (Rating Pending)

Game Type: Party Game

Players: 1-2

MSRP: \$34.99

Developer: HUDSON SOFT
COMPANY, LIMITED

- Discover the 60 mini-games as you play through the single-player game boards.
- Take the game into the real world. Place your finger on the Finger X-Ray to see what's hidden inside, or use the Compatibility Meter to see how well you and your friends match up.
- Link up with your friends and duke it out in a two-player battle game, or trade Gaddgets, mini-games and coins to share the party fun.

DK: King of Swing

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type: Action

Players: 1-4

MSRP: TBD

Developer:
PAON CORPORATION

- Take control of Donkey Kong and leap through the jungle, grabbing branches to swing and fling yourself into the air.
- A unique control system lets you swing through the trees and spin to build momentum. Use the L and R buttons to lunge from branch to branch.
- Innovative level design provides for fast action that combines elements of both platform and puzzle games.

The Legend of Zelda®: The Minish Cap

Launch Date: 2005

ESRB: RP (Rating Pending)

Game Type:

Action/Adventure

Players: 1-4

MSRP: TBD

Developer:

CAPCOM CO., LTD.

- Link uses a magical hat called The Minish Cap to shrink to the size of the Minish people, a miniature society in dire need of a hero.
- Use a Game Boy Advance Wireless Adapter to link with friends and fuse Kinstones, magical relics scattered across an unfamiliar land.
- Slash your way through hordes of enemies, explore puzzling dungeons and use new items like a suction device that can fire out what it absorbs.

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GAME BOY ADVANCE SP



Upcoming Third-Party Games for Game Boy® Advance

Publisher	Game	Available
Activision	<i>Lemony Snicket's A Series of Unfortunate Events™</i>	November 2004
	<i>Shark Tale™</i>	September 2004
	<i>Shrek 2™</i>	May 2004
	<i>Shrek 2™ (Holiday)</i>	October 2004
	<i>Spider-Man 2™</i>	June 2004
Atari	<i>Backyard Basketball®</i>	October 2004
	<i>Beyblade GREVOLUTION™</i>	TBD
	<i>Dragon Ball Z®: Buu's Fury™</i>	September 2004
	<i>Dragon Ball Z®: Supersonic Warriors™</i>	June 2004
	<i>Duel Masters™: Sempai Legends™</i>	June 2004
	<i>ZOIDS™: Legacy</i>	September 2004
Atlus	<i>River City Ransom EX</i>	June 2004
	<i>Shining Force "Resurrection of the Dark Dragon"</i>	June 2004
Bandai	<i>Digimon Wireless Racing</i> (working title)	August 2004
	<i>Gundam Seed: Battle Assault</i>	November 2004
	<i>SD Gundam Force</i>	October 2004
Capcom	<i>Disney's Aladdin</i>	Q4 2004
	<i>Disney's Magical Quest 3</i>	TBD
	<i>Mega Man Anniversary Collection</i>	Q3 2004
	<i>Mega Man Battle Network 4: Red Sun</i>	Q2 2004
	<i>Mega Man Battle Network 4: Blue Moon</i>	Q2 2004
	<i>Mega Man Zero 3</i>	Q4 2004
Crave	<i>Tokyo Xtreme Racer World</i> (working title)	Q4 2004
Destination	<i>Dead to Rights</i>	November 2004
	<i>I-Ninja</i>	November 2004
	<i>Kill Switch</i>	September 2004
	<i>Ms. Pac-Man Maze Madness</i>	August 2004
	<i>Pac-Man World</i>	October 2004

— more —



Game Boy Advance Third-Party Game List

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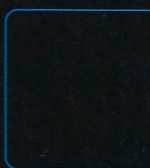
Disney	<i>Kim Possible 2: Drakken's Demise</i>	June 2004
	<i>Lilo and Stitch 2</i>	September 2004
	<i>Lizzie McGuire 2</i>	September 2004
	<i>Nightmare Before Christmas: The Pumpkin King</i>	Q4 2004
	<i>That's So Raven</i>	October 2004
	<i>Tron 2.0</i>	Q3 2004
Electronic Arts	<i>Catwoman</i>	July 2004
	<i>Harry Potter and the Prisoner of Azkaban™</i>	June 2004
	<i>Madden NFL Football 2005</i>	August 2004
	<i>The Lord of the Rings™, The Third Age™</i>	November 2004
	<i>The Sims 2004 (working title)</i>	November 2004
	<i>Ty the Tasmanian Tiger 2</i>	October 2004
Konami	<i>Boktai 2™ The Sun is in Your Hand</i>	September 2004
	<i>Rave Master™</i>	Q4
	<i>Shaman King™: Master of Spirits</i>	TBD
	<i>Teenage Mutant Ninja Turtles™ 2</i>	Q4
	<i>YU-GI-OH!™ Reshef of Destruction™</i>	June 2004
Majesco	<i>Bookworm</i>	TBA
	<i>Mighty Beanz Pocket Puzzles</i>	May 2004
Natsume	<i>Harvest Moon: Friends of Mineral Town 2</i>	Q3 2004
Orbital	<i>Juka and the Monophonic Menace</i>	Q4 2004
	<i>Pirate Battle</i>	Q4 2004
	<i>Racing Gears Advance</i>	Q3 2004
	<i>Scurge: Hive</i>	Q4 2004
Sega	<i>Astro Boy: Omega Factor</i>	TBA
SNK	<i>The King of Fighters Advance</i>	TBA
	<i>Metal Slug Advance</i>	August 2004
Square Enix USA	<i>Kingdom Hearts® Chain of Memories</i>	TBA
Telegames	<i>Hardcore Pool</i>	Q4 2004
	<i>Oggy and the Cockroaches</i>	Q3 2004
	<i>Santa Claus Saves the Earth</i>	Q4 2004
	<i>Ultimate Card Games</i>	Q2 2004
	<i>Ultimate Pocket Games</i>	Q4 2004
THQ	<i>Banjo Pilot</i>	Q3 2004
	<i>Fairly OddParents</i>	September 2004
	<i>Finding Nemo: The Continuing Adventures</i>	Q4 2004
	<i>Hot Wheels Stunt Track Challenge</i>	October 2004
	<i>The Incredibles</i>	October 2004
	<i>Jimmy Neutron</i>	September 2004
	<i>Lego Knights Kingdom</i>	October 2004

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THQ	<i>Nicktoons</i>	Fall 2004
	<i>The Polar Express</i>	Q4 2004
	<i>Power Rangers Dino Thunder</i>	Q4 2004
	<i>Rugrats: All Grown Up</i>	Q4 2004
	<i>Sabre Wulf</i>	May 2004
	<i>Sonic Advance 3</i>	May 2004
	<i>SpongeBob the Movie</i>	Q4 2004
	<i>Tak 2</i>	Q4 2004
	<i>WWE Survivor Series</i>	Q4 2004
Titus	<i>Barbarian</i>	May 2004
	<i>Downforce</i>	May 2004
	<i>Robocop</i>	May 2004
	<i>Top Gun Combat Zones</i>	May 2004
Vivendi Universal Games	<i>Barbie™ as the Princess and the Pauper</i>	May 2004
	<i>Crash Bandicoot™ Purple: Ripto's Rampage</i>	June 2004
	<i>Spyro™ Orange: The Cortex Conspiracy</i>	June 2004
	<i>Van Helsing™</i>	May 2004
XS Games	<i>Ten Pin Alley</i>	May 2004
	<i>Thunder Alley</i>	May 2004
	<i>XS Moto</i>	June 2004

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